

GAME GEAR

INSTRUCTION MANUAL



EmuMovies

SEGA™



Rated by V.R.C.

GA

Appropriate for
all audiences.

General Audiences

EPILEPSY WARNING

Read Before Using Your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR CARTRIDGE

- This cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

SEGA'S GAMEPLAY HOTLINE

1-800-872-7342

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STARTING UP



1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Sonic Spinball* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a moment, the *Sonic Spinball* Title Screen will appear.
4. If the Title Screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Note: Sonic Spinball is a 1-player game.

IMPORTANT: ALWAYS MAKE SURE THE POWER SWITCH IS TURNED OFF BEFORE INSERTING OR REMOVING THE SEGA CARTRIDGE.

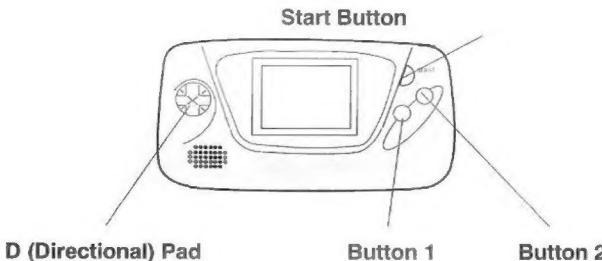
ROBOTNIK STRIKES AGAIN!

The twisted Dr. Robotnik is back! And this time he's hatched an evil plan to transform all the creatures of Mobius into robots. To do this, Robotnik's designed the Volcano Veg-O Fortress, a super-efficient robot factory hidden inside an island volcano.



Robotnik's harnessed the molten lava of the volcano to power the Veg-O Fortress. He's already captured thousands of animals in his fiery fortress. And he's created a diabolical pinball security system to secure their imprisonment. It's up to Sonic — the world's coolest hedgehog — to free his friends and stop Robotnik's sinister scheme, before it's too late!

TAKE CONTROL!



D (Directional) -Pad

- Controls the direction Sonic moves while running or spinning.
- When pressed up, makes Sonic look up when he's standing still. When pressed down, makes Sonic crouch.

Start Button

- Advances through Title and Scoring Screens.
- Pauses and unpauses game.

Button 1

- Controls left flipper.
- Makes Sonic jump when standing or running. (Button 2 also does this.)
- Sends Sonic into his Super Spin Dash. Hold the D-Pad in the "down" direction and press Button 1 or 2. (Button 2 also does this.)

Button 2

- Controls right flipper.
- Makes Sonic jump when standing or running. (Button 1 also does this.)
- Sends Sonic into his Super Spin Dash. Hold the D-Pad in the "down" direction and press Button 1 or 2. (Button 1 also does this.)

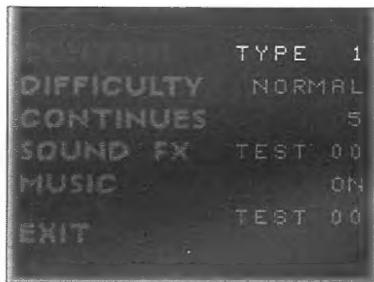
GETTING STARTED



When you turn on *Sonic Spinball* you'll see the Title Screen. Press the D-Pad UP/DOWN to highlight Start or Options on the Title Screen. Then press Start to enter your selection.

When you select Start you'll see Sonic flying towards the Volcano Veg-O Fortress. Then you'll arrive at the beginning of the Toxic Pools Level.

OPTIONS SCREEN



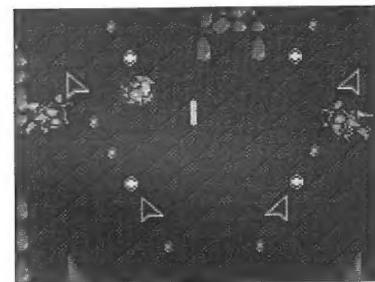
Select Options on the *Sonic Spinball* Title Screen to adjust flipper controls, number of Continues, difficulty level, music settings and sound effects, and to exit the Options Screen.

Use the Options Screen to choose between two flipper control settings. In "Type 1" mode, Button 1 controls the left flipper and Button 2 controls the right flipper. In "Type 2" mode, pressing down on the D-Pad activates the left flipper. Button 2 controls the right flipper, and Button 1 activates both flippers at the same time.

There are two difficulty settings — "Easy" and "Normal." Select "Easy" to reduce the number of drop targets you need to hit to make the playfield safer.

The Options Screen also lets you choose between 3, 5 and 7 "Continues." If you select 3 Continues, you'll get two more complete 5-ball games to continue your Spinball adventure. Select 5 Continues and get 4 more games, select 7 and get six more games to try to crush Robotnik.

SPIN, FLIP AND FLY!



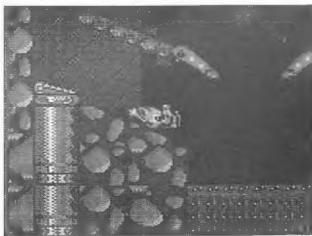
As Sonic, you'll rocket through Robotnik's pinball fortress. Along the way, you'll bounce off bumpers and knock down targets, grab rings, destroy enemies, find Emeralds and perform outrageous acrobatics.

The longer you stay alive, the more points you'll score, and the more levels you'll explore. Make it to the showdown with Dr. Robotnik, and things really heat up!

VENTURE INTO THE VOLCANO!

Dr. Robotnik's Veg-O Fortress contains four levels, each divided into three acts. If you find all the Emeralds in a level, you'll face off with one of Robotnik's brainwashed Bosses. Beat the Boss and advance to a Special Bonus Stage.

TOXIC POOLS



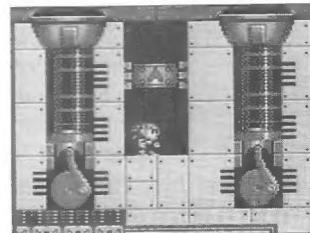
Blast your way through chambers oozing with nasty green slime. Take a ride on a geyser accelerator. Shoot through tubes to the upper tables. Smash into mechanical worm bumpers. Way cool!

LAVA POWERHOUSE



You've entered the energy generator for the Veg-O Fortress. Here you'll explode out of a lava cannon. Fly through tunnels on bursts of steam. Leap onto searing trampolines. But look out for the lava pits — or you could get burned!

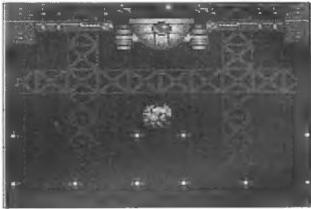
THE MACHINE



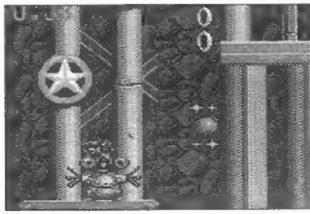
Spin into Robotnik's prison and robot manufacturing facility. Crash into gigantic padlock bumpers. Catch a ride on a conveyor belt. Feel the power surge from electric chambers. Don't get crushed in the grinding gears!

THE FINAL SHOWDOWN

After Sonic destroys the Veg-O machine, the fortress blows apart and the volcano erupts. But slippery Robotnik's escaped in his rocket ship! Bounce up off of flying bumpers and flippers, disintegrating platforms, springs and other fortress remnants. Spin on the rotating valves for your shot at Robotnik. But blow your chance and you'll end up back in the scorching volcano!



SPECIAL STAGE "BONUS CAGES"



There are three Emeralds in Levels 1 and 2 and five Emeralds in Levels 3 and 4. Find all the Emeralds in each level, and you'll earn a shot at one of Robotnik's Bosses. Beat the Boss and advance to a Special Stage — the "Bonus Cages".

Each Special Stage consists of three cages. Press down on the D-Pad to zip back and forth along the cage bottoms, gain speed and grab rings. When you've collected half the rings, a door opens and you can enter the cage to the right.

Look for mystery boxes in each cage. The boxes hold extra time, points, rings, continues or extra lives. Bounce on the boxes to open them. But make sure to get out of the third cage before the allotted time runs out, or you won't get credit for anything you grabbed in the Special Stage.

FLIPPERS, BUMPERS AND DROP TARGETS



Flippers



Bumpers



Drop Targets

Throughout the pinball volcano are flippers, bumpers and drop targets. Aim with the flippers to shoot Sonic into enemies, chutes, bumpers and drop targets. Hit bumpers to get a burst of speed and score points. Hit drop targets to open gates and score additional points.

ENEMIES

The Veg-O Fortress is filled with robot enemies. When Sonic collides with an enemy, the robot is destroyed and the animal trapped inside is freed.



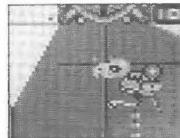
Cluck



Forebot



Wasp



Vulture

RACK UP POINTS!

Sure, you're out to stop Robotnik's criminal quest. But you're also out to score lots of points! Here's how many points everything's worth in each level:

Toxic Pools:	Rings	1,000 points
	Bumpers	500
	Forebots	35,000
	Clucks	40,000
	Emeralds	500,000
	Drop targets	75,000
Boss Round:	Collision	1,000 points
	Total destruction	500,000
Lava Powerhouse:	Rings	1,000 points
	Bumpers	500
	Forebots	35,000
	Clucks	40,000
	Emeralds	500,000
	Drop targets	75,000
Boss Round:	Collision	2,000 points
	Each head	5,000
	Total destruction	1,000,000
The Machine:	Rings	1,000 points
	Bumpers	500
	Monkeys	30,000
	Vultures	45,000
	Emeralds	500,000
Large Padlock:	Bumpers	1,000 points for collisions 5,000 for total destruction
Boss Round:	Collision	5,000 points
	Tube destruction	10,000
	Total destruction	3,000,000
Final Showdown:	Rings	1,000 points
	Bumpers	500
	Wasps	80,000
	Vultures	100,000
Final Boss Round:	Closing a valve	25,000 points
	Collision	10,000
	Total destruction	Beat Robotnik and find out!

At the end of each level, you'll see a screen with your current point total.

MATCH SCREEN

At the end of your Sonic Spinball game, you'll see a 4-digit number spinning next to your final score. Press Button 1 or 2 to stop the spinning number. If the 4 digits match the last 4 digits of your score, you win a free ball—and one last chance to ruin Robotnik!

TIPS FOR WINNING

- Hold the flipper button down and “steer” hard left or right with the D-Pad when Sonic is falling. This will increase your chances of “catching” Sonic and avoiding death.
- Hold the flipper buttons down to catch and cradle Sonic. Then fire at will to increase your chance of hitting targets, bumpers and enemies.
- If you see an arrow, follow it — it will lead you to the correct path.
- Take out drop targets as soon as you can. This will make the playfield a safer place and open up pathways to the upper tables.
- In the Special Stage “Bonus Cages”, try to get half of the cage’s rings first. Then you’ll be sure to have an exit before time runs out.

CREDITS

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Gameplay Consultation	Jack Loh
Physics Consultation	Dr. Scot Gould
Multimedia Support	Steve Lashower, Fred Weimer

SEGA OF AMERICA

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Special thanks to	John Duggan, Sega Technical Institute

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Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service in the U.S., call the Sega Consumer Service Department at this number: 1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

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If your Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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**Sonic, and his pal Tails,
are also available on
Game Gear™ in**

SONIC CHAOS™



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